Please enter the following amendment:

<u>IN THE CLAIMS</u>:

1–6. (previously cancelled)

7. (previously amended) The method of claim 23 further comprising reconstituting said inventory to X number of individual indicia when a predetermined number of individual indicia remain in said inventory.

8. (previously amended) The method of claim 23 further comprising randomly selecting and displaying indicia by arranging said indicia into a random, serial order of 1 through X and selecting and displaying said indicia in order from said arranged inventory.

9–11. (previously cancelled)

12. (previously amended) The device of claim 26 further comprising said processor configured to select and display a matrix of indicia, said matrix including a plurality of pay lines each including an outcome, means for the player to wager on a plurality of said pay lines and said processor configured to compare the outcome for each wagered upon pay line to said schedule and to issue an award for each winning combination.

13. (previously cancelled)

14. (previously amended) The device of claim 12 further comprising said processor configured to arrange said inventory into a random serial order 1 through X, to serially select and display said indicia from said arranged inventory.

15. (currently amended) A method for conducting a wagering game using an inventory of indicia, said inventory when fully constituted having X number of indicia arranged in sets of at least two indicia each, the method comprising:

receiving ~~a player making~~ a wager from a player to play each of a series of hands;

for each hand of play, randomly selecting and displaying a plurality of individual indicia from the inventory, the combination of indicia selected and displayed defining at least one hand outcome and depleting said selected indicia from play for subsequent hands;

comparing said hand outcome to a predetermined schedule of winning outcomes and if said hand outcome matches one of said schedule of winning outcomes, issuing an award to the player; and

prior to play of the next hand displaying the number of each indicia remaining in each indicia set in the inventory as depleted and displaying any scheduled winning outcomes eliminated as a result of depletion of said indicia inventory.

16. (previously amended) The method of claim 15 further comprising the player (i) making another wager to play a hand using the depleted inventory or (ii) commanding reconstitution of the inventory to X number of indicia prior to the play of the next hand.

17. (previously amended) The method of claim 15 further comprising reconstitution of the

inventory to X number of indicia when a predetermined number of indicia remain in said

inventory.

18. (previously amended) The method of claim 15 further comprising randomly selecting and

displaying indicia by arranging said indicia into a random, serial order of 1 through X and

selecting and displaying said indicia in order from said arranged inventory.

19. (previously amended) An electronic device for conducting a game for a player, said game

utilizing an inventory of X number of game indicia arranged in sets of at least two indicia each

when said inventory is fully constituted, the device comprising:

      a computer processor storing data corresponding to said inventory;

      a video display;

      means for a player to make a wager and prompt play of the game;

      said processor, in response to said prompt, configured to randomly select and display at

said display a combination of individual indicia selected from said inventory of indicia, said

selected and displayed indicia combination defining at least one outcome, said processor

configured to remove said selected indicia from selection for future hands;

      said processor configured to compare each outcome to a predetermined schedule of

winning outcomes stored in a data structure, to issue an award for each selected and displayed

winning outcome, to control the display to display prior to the play of the next hand data

corresponding the remaining inventory of indicia sets depleted of said displayed game indicia

including the display of data corresponding to the depletion of indicia from said inventory such

that one or more scheduled winning outcomes are unavailable due to depletion and said

processor configured to, for the next hand of play, select indicia from the depleted inventory.

20. (previously amended) The device of claim 19 further comprising input apparatus for the

player to input a re-shuffle signal to said processor to prompt the processor to reconstitute said

indicia inventory to X number of game indicia.

21. (previously amended) The device of claim 19 further comprising said processor configured to

select and display a matrix of indicia, said matrix including a plurality of pay lines each including

an outcome, means for the player to wager on a plurality of said pay lines and said processor

configured to compare the outcome for each wagered upon pay line to said schedule and to issue

an award for each winning combination.

22. (previously amended) The device of claim 19 further comprising said processor configured to

arrange said inventory into a random serial order 1 through X, to serially select and display said

indicia serially from said arranged inventory.

23. (currently amended) A method for conducting a wagering game using an inventory of indicia,

said inventory when fully constituted having X number of individual indicia, the method

comprising:

receiving ~~a player making~~ a wager <u>from a player</u> to play each of a series of hands;

for each hand of play, randomly selecting and displaying a plurality of individual indicia from the inventory, the combination of individual indicia selected and displayed defining a winning or losing outcome for the hand and depleting said displayed individual indicia from the inventory available for play of the next hand;

for a winning outcome, issuing an award to the player;

prior to the commencement of the next hand of play displaying to the player information regarding any winning outcomes eliminated by said depletion of ~~indica~~ <u>indicia</u>; and

the player making another wager to play a hand using the depleted inventory.

24. (currently amended) A method for conducting a wagering game using an inventory of indicia, said inventory when fully constituted having X number of indicia arranged in indicia sets of at least two indicia each, the method comprising:

receiving ~~a player making~~ a wager <u>from a player</u> to play the game;

arranging the inventory into a random serial order 1 through X;

serially selecting and displaying a plurality of individual indicia from the inventory, the combination of selected and displayed individual indicia defining a winning or losing outcome and depleting said displayed indicia from the inventory available for play of subsequent hands;

for a winning outcome, issuing an award to the player;

prior to play of the next hand displaying to the player any winning outcomes eliminated

by depletion of the indicia and the number of each indicia remaining in each indicia set in the

inventory as depleted of the prior selected and displayed inventory; and

the player (i) making another wager to play the game using the depleted inventory or (ii)

commanding reconstitution of the inventory to X number of indicia prior to the play of the next

game.

25. (currently amended) A method for conducting a wagering game using an inventory of indicia

sets, said inventory when fully constituted having X number of indicia, the method comprising:

receiving ~~a player making~~ a wager <u>from a player</u> to play the game;

for each hand of play, randomly selecting and displaying a plurality of indicia from the

inventory into the coordinates of a game matrix , the combinations of indicia in the game matrix

defining a plurality of winning or losing outcomes and depleting said displayed indicia from the

inventory available for play of subsequent hands;

for each winning outcome, issuing an award to the player;

prior to play of a subsequent hand, displaying the number of each indicia remaining in the

sets in the inventory as depleted of the prior selected and displayed inventory and any winning

outcomes eliminated as a result of depletion; and

the player opting to (i) make another wager to play a next game using the depleted

inventory or (ii) commanding reconstitution of the inventory to X number of indicia prior to the

play of the next game.

26. (previously amended) An electronic device for conducting a game for a player, said game utilizing an inventory of X number of game indicia when said inventory is fully constituted, the device comprising:

a computer processor storing an arrangement of said inventory;

a video display;

means for a player to make a wager and prompt play of the game;

said processor, in response to prompting, configured to randomly select and display at said display indicia selected from said inventory of indicia, a plurality of selected and displayed indicia defining an outcome and to preclude said selected indicia from selection from said inventory;

said processor configured to compare said outcome to a schedule of winning outcomes stored in a data structure, to issue an award for a winning combination and to control the display to display prior to play of the next hand any scheduled winning outcomes eliminated by depletion of said indicia; and

means to prompt the processor to reconstitute said indicia inventory to X number of game indicia.

27. (previously amended) The device of claim 26 further comprising said prompting means comprising said processor configured to reconstitute the inventory to X number of game indicia when a predetermined number of indicia remain in said inventory.

28. (previously amended) The device of claim 26 further comprising said prompting means

comprising means for a player to input a prompt to the processor to reconstitute the inventory to

X number of game indicia.